

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method in a computer system for displaying gridlines on a display, comprising:

identifying a first objects and a second object previously placed on the display within a bands above, below, and to the sides of an selected object as the selected object is to be dragged into a location on the display;

determining the placement of a first gridline aligned to the first object and a second gridline relative aligned to the identified second objects, ~~where the first gridline is perpendicular to the second~~ midline indicating a position for the selected object that is aligned with and uniformly spaced from the identified objects; and

displaying at least one of the first gridlines when the selected object is proximate to the at least one gridline and the second gridline in response to the selected object being dragged to the location, wherein the first gridline and the second gridline are operative to assist a user in repositioning the selected object on the display with equal spacing between the first object, the second object, and the selected object.

2. (Original) The method of claim 1 wherein the identifying, determining, and displaying only take place while the object selected to be dragged is actually being dragged.

3. (Cancelled)

4. (Currently Amended) The method of claim 1 wherein the drawing program includes a snap feature that positions the selected object ~~selected to be dragged~~ when proximate to the displayed at least one gridline.

5. (Cancelled)

6. (Currently Amended) The method of claim 1 wherein the first gridlines and the second gridline are temporarily stored in a list of dynamic gridlines.

7. (Original) The method of claim 6 wherein the drawing program adds entries to the list using a "most recently used" algorithm.

8. (Currently Amended) The method of claim 1 wherein the ~~placement of the gridlines is determined by a maximum of two objects in each band of the selected object~~ comprises an above band and a side band.

9. (Currently Amended) A method in a computer system for assisting the ~~augmentation of a drawing program comprising:~~

moving a selected object on an electronic drawing page;

identifying a first object, where the first object and the second object were previously placed on the electronic drawing page and the first object is presently located a distance below the second object;

~~determining a likely destination of a user placed shape~~ the selected object based on the present locations of shapes already in the drawing the first object and the second object, where the likely destination is located the distance below the first object; and

indicating to a user of the drawing program the determined likely destination as the selected object is moved in the electronic drawing page.

10. (Currently Amended) The method of claim 9 wherein indicating the determined likely destination comprises:

establishing dynamic gridlines for the drawing; and
displaying the dynamic gridlines to the user.

11. (Original) The method of claim 10 wherein a maximum of one horizontal gridline and one vertical gridline are displayed to the user.

12. (Currently Amended) The method of claim 10 wherein the drawing program includes a snap feature that positions the ~~user-placed-shape~~ selected object when it is proximate to the displayed gridlines.

13. (Currently Amended) The method of claim 10 wherein ~~the dynamic gridlines indicate where the user-placed-shape would be located if it maintained the same spacing as the other objects in the drawing~~ one of the dynamic gridlines is positioned a distance from the first object that is equal to the distance between the first object and the second object.

14. (Original) The method of claim 10 wherein the dynamic gridlines are temporarily stored in a list of dynamic gridlines.

15. (Original) The method of claim 14 wherein the drawing program adds entries to the list using a "most recently used" algorithm.

16. (Currently Amended) A method in a computer system to dynamically display a temporary gridline in a drawing, the method comprising:

while a selected object is being dragged in the drawing, searching the drawing for a nearest placed object in bands located above, below, and to each side of the selected object;

determining a locations for a ~~first and second~~ temporary gridline relative to the placed object by adding a default avenue distance to the thickness of the placed object; and

displaying ~~whichever of the first or second temporary gridlines~~ at the determined location when the selected object is dragged within a certain distance of the

temporary gridline, where the temporary gridline facilitates a user of the computer system establishing equal spacing between a plurality of objects.

17. (Original) The method of claim 16 wherein static gridlines are also displayed in the drawing.

18. (Currently Amended) The method of claim 16 wherein the computer system automatically places the selected object aligned to the displayed ~~one of the~~ temporary gridline when the selected object is near to the displayed gridline.

19. (Currently Amended) The method of claim 16 further including:
determining a location for an along temporary gridline that runs through the center of ~~one of the~~ placed objects and runs parallel to a particular band.

20. (Currently Amended) The method of claim 19 further including:
displaying the along temporary gridline when the selected object is dragged within a certain distance of ~~closer to the along temporary gridline than any other gridline and when the selected object is proximal to the along temporary gridline.~~

21. (Currently Amended) The method of claim 16 wherein the location of the gridlines is entered into a list of gridlines.

22. (Original) The method of claim 21 wherein the entries into the list of gridlines are stored using a most recently used algorithm.

23. (Original) The method of claim 21 wherein the list of gridlines stores 16 entries.

24. (Cancelled)

25. (Currently Amended) A method in a computer system to dynamically display temporary gridlines in a drawing, the method comprising:

while a selected object is being dragged in the drawing, searching the drawing for a nearest placed object in bands located above, below, and to each side of the selected object;

determining locations for a first across temporary gridline and a second across temporary gridline, where the first across temporary gridline is a distance D from the placed object and the second across temporary gridline is a distance 2D from the placed object, and where D is computed by adding the width of the placed object and a default avenue distance ~~relative to the placed object in each direction by calculating a distance between the placed object in each direction and inferring the location of the first and second gridlines by adding a distance based on the height of the placed object to a default avenue distance between the placed object and the selected object;~~ and

determining a location for an along temporary gridline that bisects the selected placed object and that runs parallel to the band being searched;

storing the determined locations in a list for retrieving as the selected object is dragged in the drawing; and

as the selected object is being dragged in the drawing, displaying the second across temporary gridline and the along temporary gridline in the drawing.

26. (Cancelled)

27. (Currently Amended) The method of claim 2526 wherein the entries into the list are stored using a most recently used algorithm.

28. (Currently Amended) The method of claim 25~~26~~ wherein the list of gridlines stores 16 entries.

29. (Cancelled)

30. (Currently Amended) The method of claim 25~~9~~ wherein to be proximately located to the selected object, the closest gridlines are within a display tolerance of the selected object.

31. (Original) The method of claim 30 wherein the display tolerance is 25 pixels.

32. (Original) The method of claim 25 wherein static gridlines are also displayed in the drawing.

33. (Currently Amended) The method of claim 25~~29~~ wherein the computer system automatically places the selected object aligned to the displayed one of the temporary gridlines when the selected object is near to the displayed gridline.

34. (Currently Amended) The method of claim ~~26~~25 wherein the entries into the list of gridlines are stored using a most recently used algorithm.

35. (Original) The method of claim 25 wherein a maximum of one gridline that is horizontal in the drawing and one gridline that is vertical in the drawing is displayed.

36. (Currently Amended) A computer-readable medium whose contents cause a computer system to display gridlines on a display by:

identifying a first object and a second objects previously placed in a line on the display within bands above, below, and to the sides of an object selected to be dragged into a location on the display;

determining the placement of a first gridline and a second gridline relative to the identified objects, where the first gridline is perpendicular to the second gridline and the first gridline intersects the second gridline along the line indicating a position for the selected object, where the second object is positioned along the line halfway between the first object and the intersection; and

displaying at least one of the gridlines when the selected object is ~~proximate to~~ moved within a predetermined distance of the at least one gridline.

37. (Original) The computer-readable medium of claim 36 wherein the contents of the computer-readable medium cause the computer to identify, determine, and display only while the object selected to be dragged is actually being dragged.

38. (Original) The computer-readable medium of claim 36 wherein the contents of the computer-readable medium cause the computer to position the object selected to be dragged when proximate to the displayed gridlines.

39. (Original) The computer-readable medium of claim 36 wherein the contents of the computer-readable medium cause the computer to temporarily store the gridlines in a list of dynamic gridlines.

40. (Currently Amended) A computer-readable medium whose contents cause a computer system to assist ~~the augmentation of a drawing program by:~~

moving a selected object on an electronic drawing page;

identifying a first object and a second object, where the first object and the second object were previously placed on the electronic drawing page;

determining a likely destination of a user placed shape the selected object based on the present locations of shapes already in the drawing the first object and the second object, where the likely destination is aligned with the first object and

the second object and the likely destination and the second object are separated by the distance; and

indicating to a user of the drawing program the determined likely destination as the selected object is moved in the electronic drawing page.

41. (Currently Amended) The computer-readable medium of claim 40 wherein the contents of the computer-readable medium cause the computer system to assist the drawing program by:

establishing dynamic gridlines for the drawing; and
displaying the dynamic gridlines to the user.

42. (Currently Amended) A computer-readable medium whose contents cause a computer system to establish temporary gridlines in a drawing by:

while a selected object is being dragged in the drawing, searching the drawing for a nearest placed object in bands located above, below, and to each side of the selected object;

determining locations for a first across temporary gridline and a second across temporary gridline, where the first across temporary gridline is a distance D from the placed object and the second across temporary gridline is a distance 2D from the placed object, and where D is computed by adding the width of the placed object and a default avenue distance ~~relative to the placed object in each direction by calculating a distance between the placed object in each direction and inferring the location of the first and second gridlines by adding a distance based on the height of the placed object to a default avenue distance between the placed object and the selected object;~~
and;

determining a location for an along temporary gridline that bisects the placed object and that runs parallel to the band being searched; and

storing the determined locations in a list for retrieving as the selected object is dragged in the drawing; and
as the selected object is being dragged in the drawing, displaying the second across temporary gridline and the along temporary gridline in the drawing.

43. (Original) The computer-readable medium of claim 42 wherein the contents of the computer-readable medium cause the computer to store locations of the gridlines in a list using a most recently used algorithm.

44. (Cancelled)

45. (Original) The computer-readable medium of claim 42 wherein the contents of the computer-readable medium cause the computer to further automatically place the selected object aligned to the displayed one of the temporary gridlines when the selected object is near to the displayed gridline.

46. (Currently Amended) A device for displaying calculated gridlines comprising:
a memory structured to store locations of objects placed on a drawing;
a grid calculator that determines an along line for aligning a selected object with a first placed object and an across line for positioning the selected object a predetermined distance from the first placed object, where the predetermined distance is equal to the distance between the first placed object and a second placed object~~likely to have a newly selected object aligned to it, based on the location of the objects already placed on the screen and based on the present location of the newly selected object; and~~
a display that shows the drawing and the line along line and the across line as the selected object is moved within the display, and further shows the second placed object and the first placed object.

47. (Currently Amended) A computer system that displays gridlines on a display, comprising:

an object identifier structured to identify objects previously placed on the display within bands above, below, and to the sides of an object selected to be dragged into a location on the display;

a gridline generator structured to determine the placement of a first gridline and a second gridline relative to the identified objects, where the first gridline is perpendicular to the second gridline and the first gridline and the second gridline intersect at a point that indicates a position for the selected object that is aligned with and uniformly spaced from the identified objects; and

a display structured to show at least one of the gridlines when the selected object is ~~proximate to~~ dragged within a certain distance of the at least one gridline.